



ACTIVISION 3000™ SERIES

Wave after wave of the most unlikely objects invade your selected dreams. For you, sleep becomes a nightmarish nightmare. Outrageous enemies drop bombs and collide with your invisible blasters. One hit and your blaster disintegrates. Shoot as many of the violators as you can before your fleet is destroyed, and return your dreams to peaceful slumbers.

INITIAL SET-UP

1. **Insert cartridge** into your Atari® 5800™ console with power OFF. Then, turn power ON.
2. **Plug in Controller(s).** Solo player uses left Controller. Uses no overlay.
3. **To select 1 or 2 players,** press the (F) key.
 - Player 1's mobile blaster and score are blue.
 - Player 2's mobile blaster and score are green.
4. **To choose Straight or Guided Missiles,** press the (C) key.
 - Both players must use the same type of missile.
5. **Begin a new game** at any time by pressing the START key.
6. **Pause the action** whenever you like by pressing the pause key on your Controller. To resume the game, press the pause key again or either lower red button on the Controller.
7. Turn power OFF before removing Argalliana™ cartridge.

MOBILE BLASTERS

Your **Mobile Blaster** glides to the left and right when you move the Controller left and right. To fire its missiles, press the lower red button. Hold the button down for continuous fire. Each blaster is equipped with an unlimited number of missiles. Blast away!

Energy Bar and Alarm. Your blasters use up a constant rate of energy to meter how much you move them or how often you fire their missiles. Even so, always keep a keen eye on the energy bar. If all the energy is exhausted before you destroy an attacking wave, your blaster strategizes. Fortunately, an alarm alerts you when your energy is low and you haven't much time.

Reinforcements. You begin each game with three blasters in reserve. For every 10,000 points you score, you are awarded one additional reserve blaster up to a maximum of six on screen at any one time.



MEGA-MADNESS

MegaCycle. There are eight waves of different enemy objects that infiltrate your domain. When you have destroyed all of the objects in all eight waves, the nightmare not only continues, it gets worse! Enemy waves repeat their sleep assault at a quicker pace, and their patterns of motion are more sophisticated.

MegaSphere. All of the enemy objects travel in an orbital path. When an object disappears off the bottom of the screen, it reappears at the top. If it leaves your field of vision on one side, it returns to haunt you on the other side.

MegaPoints. Every time you destroy an enemy object, you score points. Each object within an enemy wave has the same point value.

SCORING SYSTEM

Enemy Object	Point Value
Deluxe Hamburger	20
Ice Cream Sandwiches	30
Refrigerator Magnets	40
Radial Tires	50
Diamond Rings	60
Steaming Inlet	70
Party Blow Ties	80
Crowned Space Dots	90

These point values apply to the first MegaCycle only. After that, each object in all successive waves is worth 90 points. At the end of each game, the highest score registers on screen in black.

MegaBonus. You receive bonus points for every "unit" of enemy remaining on the Enemy Bar at the moment you destroy the last object in any enemy wave. So, the faster you destroy a wave, the more MegaBonus points you'll earn. And you'll need all you can get.

JOIN THE ACTIVISION "MEGAMANIACS"

If you reach a score of 25,000 points or more then we know that you weren't just day-dreaming out there. You deflected some of the creepiest spirit flutters and you're fit to interrupt anyone's sleep. And that makes you all eligible to become an official MegaManiac. Just send us a photo of your mega-maniac TV screen along with your name and address and we'll send you this outrageous MegaManiac emblem. Be sure to write "ACTIVISION 5-850" on the bottom left corner of the envelope.



HOW TO BECOME A MEGAMAN/AC

Tips from Gary Anderson and Steve Cartwright.

Gary Anderson enjoys playing string and wind instruments, with his specialty being keyboards. Steve Cartwright is an enthusiast of motorcycle touring and photography.

"MegaMania™ is no slumber party. Here are some tips we use to battle the madness and ensure a good night's sleep.

First off, keep your mobile blaster in the center of the screen as much as possible. This will enable you to more effectively guide your blaster to either side when you need to. Plus, it minimizes your chances of getting caught in a corner.

Also, don't try to 'catch up' with any enemy objects that have already flown past your blaster. Your blaster is quick, but the enemy objects are just a little quicker.

Finally, don't let all the doom from the Searing Irons touch your blaster. Otherwise, you'll get burned. And when you are battling the Searing Irons, be sure to knock out at least one iron from each of the three columns before they descend to the bottom of the screen. If you don't, you'll suffer the consequences.

"When you are wide awake, and you feel that you're safe, drop us a line. We'd love to find out which enemy wave gave you the most trouble, and if your dreams have returned to normal."



Steve Cartwright



Gary Anderson

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